

MORTAL KOMBAT ARMAGEDDON™

MORTAL KOMBAT UNCHAINED



PlayStation 2



MATURE 17+



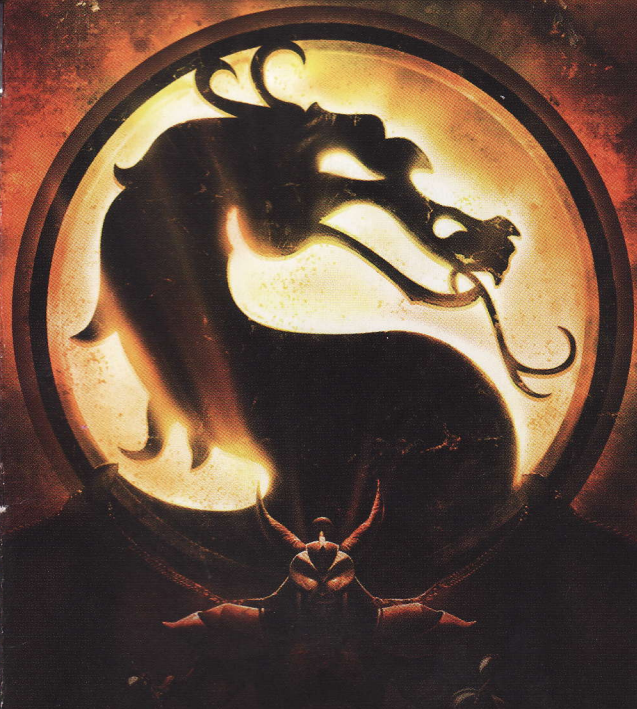
Blood and Gore
Intense Violence



POWERED BY
gameSPY



www.mkarmageddon.com



INSTRUCTION BOOKLET

MATURE 17+



CONTENT RATED BY
ESRB



Midway Home Entertainment Inc., 6755 Mira Mesa Blvd., Suite 123-155, San Diego, CA 92121

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WARNING

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation® Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP® (PlayStation® Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc, see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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Important

Do not open the disc cover while the game is loading.

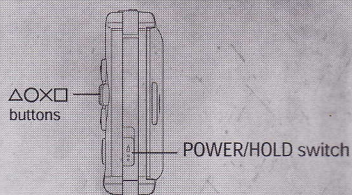
ULUS 10102

TABLE OF CONTENTS

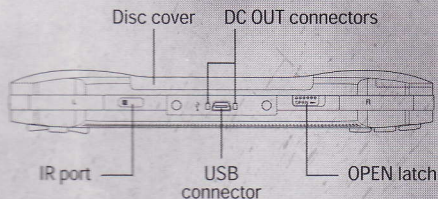
Getting Started	2
Starting Up	3
Default Controls	4 - 5
Main Menu	6 - 13
Kombat	6
Chess Kombat	7
Puzzle	8
Konquest	9
MK Wireless	9
The Krypt	9
Kontent	10
Profiles	11
Options	12 - 13
Krypt Reference Table	14 - 15
Mortal Kombat Realms	16
Fighter Selection	17
In Kombat	18 - 19
Wireless Kombat	20
MK Fighters	21 - 25
Kredits	26 - 27
Warranty	29

GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the Mortal Kombat®: Unchained™ Play disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **△** button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

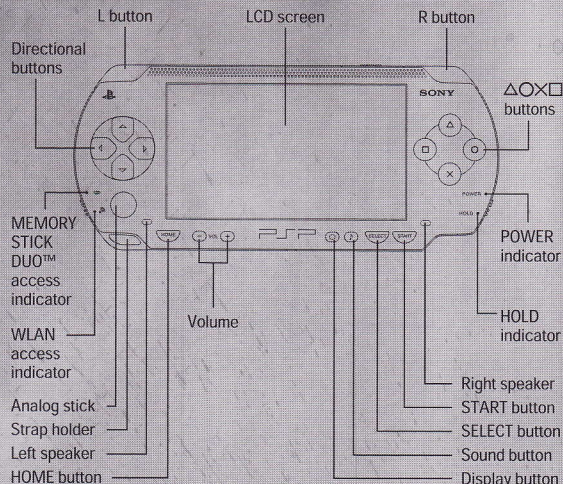
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



PERSONAL PROFILES

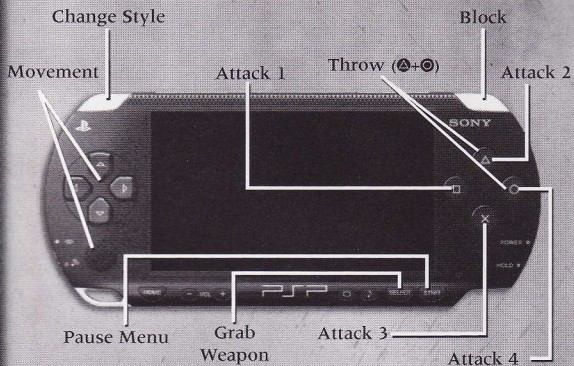
When you start up your *Mortal Kombat: Unchained* game, your PSP® (PlayStation®Portable) automatically loads any saved game data from the Memory Stick Duo™. If no previous data can be found on the memory stick, you will be prompted to create a new Profile Kollection (see **Profiles**, pg. 11).

QUITTING A GAME IN PROGRESS

During the game, press the **START** button to display the Pause Menu. Press the directional buttons **↓** to select Main Menu, then press the **△** button. To confirm exiting the game, highlight **Yes**, then press the **△** button again.

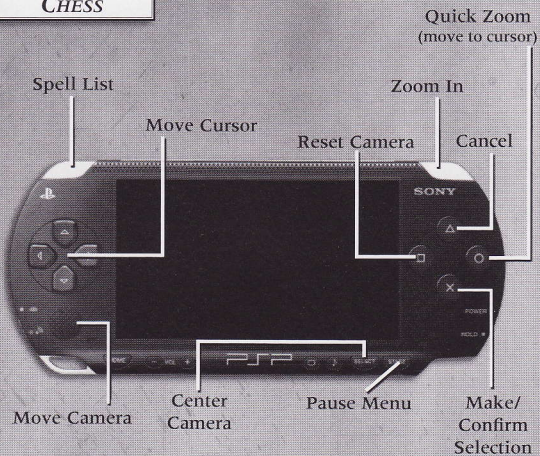
DEFAULT KONTROLS

KOMBAT

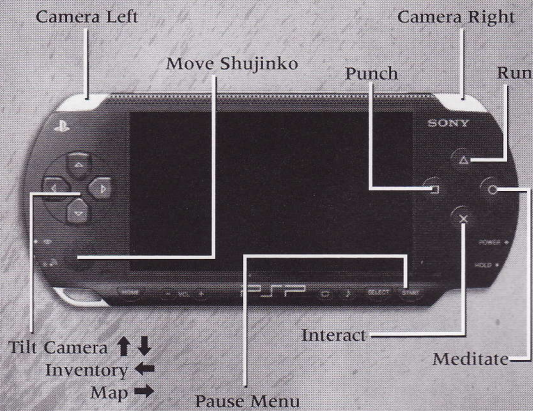


DEFAULT KONTROLS

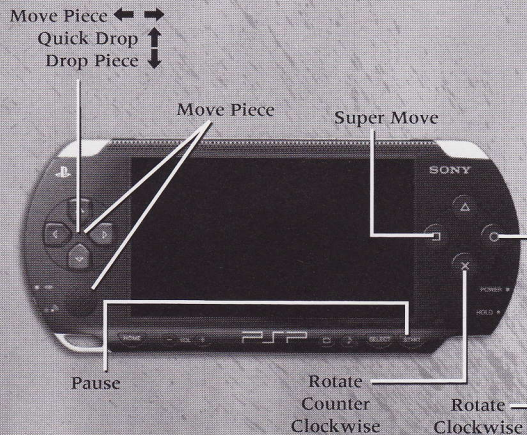
CHESS



KONQUEST



PUZZLE



MAIN MENU

KOMBAT

At the Main Menu, highlight the option you'd like to select, then press the **X** button. As you highlight an option, a brief description of its contents is displayed on the right side of the screen.



Arcade

Select a fighter, and travel to many locations. You'll go to the Fighter Selection Screen (see **Fighter Selection**, pg. 17). As you play Arcade Mode, you'll earn Koins along the way with each victory (Note: be sure to load a Profile first, see pg. 11 for details). Obviously, you'll want to win as many matches as possible to collect these Koins and purchase items in the Krypt (see **Krypt**, pg. 9).

Endurance

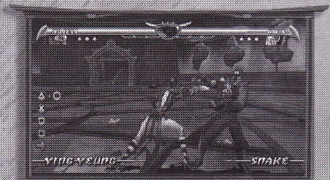
When this option is selected, you'll select a character at the Fighter Selection screen. You'll fight one round at a time against each available character in the game. Health bonuses are rewarded after you've defeated opponents 5, 10, 15 and 19.

Practice

Even if you're a Mortal Kombat veteran, you may require some practice, so select this option, select a fighter and get some practice.

After selecting this option, you'll go to the Practice Mode Fighter Selection screen. Highlight the fighters you'd like to use for your practice, then press the **X** button.

As you fight, you'll notice there's no Timer, and the Practice Opponent's Health Bar will refill automatically when drained. You can battle as long as you like until you're comfortable. Controller buttons appear on-screen as you press them, so you can learn which button combinations produce certain moves. Practice is a useful game mode to get familiar with the fighters.



MAIN MENU

CHESS KOMBAT

Load or Create a team of five fighters: a Grunt, Shifter, Sorcerer, Champion and Leader. The object of the game is to fight your way through the team in an effort to confront and defeat the Leader.

Once you've created a team, you'll be prompted to Save the team to your profile. Select Yes, if you'd like to have the option to load the team the next time you want to play Chess Kombat.

Setting the Trap

Before the match begins, you'll be prompted to set a trap on the square of your choice. Opposing players that occupy that square die immediately. To set a trap, highlight the desired square, press the **□** button to select then press the **X** button. Remember, a Trap can only be set on your side of the board.

The Battles

Highlight a fighter, then press the **X** button to make a selection. At this point, arrows will show you which squares are available to move your fighter. Highlight the square you want to occupy, then press the **X** button again to move the player.

Once two opposing characters occupy the same square, they will battle in Kombat mode to decide who will win the square.

Spells

Press the L button to display the Spells Menu. A spell can be used only one time during the match, so use them wisely. When you select a Spell, on-screen instructions tell you how to go about using the spell.



Note: Spells are cast by the two Sorcerers. When they die, their list of spells are no longer available.

Green Cells

The Green Cells on the board provide a +100 Health to the player that occupies the square. All other characters owned by that player receive +25 Health. If an opponent occupies the green cell, you'll need to win the square and obtain the +100 Health for that character, as well as the +25 Damage increase to the rest of the characters on the opposing team.

MAIN MENU

PUZZLE KOMBAT

The objective is to keep the Blocks below the red Kaution Banner. The banner is located at the top of the puzzle.



A Puzzle Piece consists of 2 objects, comprised of Blocks, Breakers and Bombs. Blocks and Breakers can be one of four colors. Colors vary, so keep an eye on the "Next" window to see the upcoming grouping of Blocks. Blocks are used as the building Blocks for this mode, Blocks are to be placed at the bottom of the screen and can be positioned however you like. Blocks can be paired up with other Blocks, Breakers or Bombs.

Breakers

Breakers are used by dropping them on like colors to remove the Blocks from game play. When the Blocks are broken, any Blocks above will fall down where the previously broken Blocks once existed. Try staging non-matching colored Breakers on top of groups of like-colored squares. If you happen to break apart the like-colored group of squares a Breaker is resting upon, you'll want it to fall on top of squares of the same color, so they will then break apart. This is a Combo that will help boost your Super Meter and increase the number of blocks dropped on your opponent.




Note: When you break apart squares, that same number of broken squares falls onto your opponents stack, so break apart as many as possible.

Bombs

Bombs are used to clear all blocks of one color. This is done by dropping the Bomb on the desired color. When a Bomb touches a specific color, it will break all squares of that color. A Bomb Bonus is performed when a Bomb is not dropped on a block or Breaker but on the bottom of the puzzle. The Bomb Bonus boosts your Super Meter.



The Super Meter

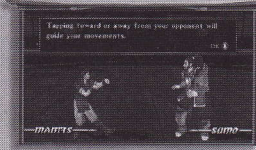
As you break down squares, your Super Meter will gradually fill up. Once the meter is full, press the  button to perform your fighter's Special. Each fighter has their own special attack. Remember, you must use your Special within 20 seconds.

Note: Special Moves differ based on which character you choose. Characters with strong Special Moves will not fill up the Super Meter as fast as other characters, because their Special Move has a greater effect.

MAIN MENU

KONQUEST

This is where you'll really learn how to play the game. Faced with hundreds of different challenges, you'll get instructions and learn how to perform all types of different moves and fighting styles. Along the way, you'll also earn Koins to make purchases in the Krypt (see below).



Once you've started your Konquest, read on-screen instructions to learn Mortal Kombat skills you'll need to complete your difficult journey (see **Konquest Realms**, pg. 16, for more information).

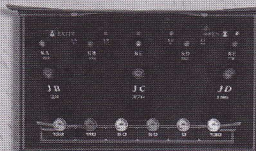
Before you can begin in Konquest mode, you'll need to enter your saved player Kode created using the Player Profile option (see **Player Profile**, pg. 11). Konquest mode can only be played if you're using a Memory Stick Duo™.

MK WIRELESS






See **Wireless Kombat**, pg. 20.

THE KRYPT

The Krypt is an enormous room filled with 400 koffins. Using the Koins you've earned, you can "purchase" koffins to open and reveal the hidden Kontent.



Before you can enter the Krypt, you must enter your saved player Kode created using the Player Profile option (see **Profiles**, pg. 11). The Krypt can only be accessed if you're using a Memory Stick Duo™.

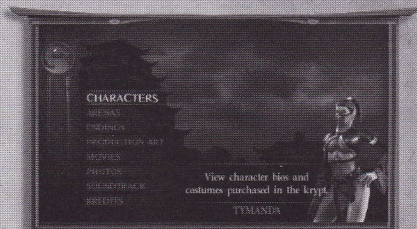
Once you've entered the Krypt, press the directional buttons    or  to move from koffin to koffin. Press the  button to open it. The number and Koin on the koffin indicate the amount of color-coded Koins you'll need to take a look inside.

Purchased items, such as sketches and photos, are saved to your profile name. You can view them using the Kontent option on the Main Menu (see pg. 10).

To help you find items in this vast area, we've included a **Krypt Reference Table**, pages 14-15, to help you out. It's also available on the internet at mortalkombatunchained.net.

Note: Krypt Keys can only be acquired in Konquest Mode.

MAIN MENU



KONTENT

Use the Kontent option to view unlocked items, as well as other extras we've included for *Mortal Kombat: Unchained*.

- Characters** - View character biographies and costumes purchased in the Krypt.
- Arenas** - See Arena images and stories purchased in the Krypt.
- Endings** - View unlocked character endings earned from completing Arcade mode.
- Production Art** - View sketches, renders and videos you've purchased in the Krypt.
- Movies** - View team movies and other items purchased in the Krypt.
- Photos** - View team photos and other items purchased in the Krypt.
- Soundtrack** - Listen to a selection of the music found in *Mortal Kombat: Unchained*.
- Kredits** - See those who worked day and night to bring you *Mortal Kombat: Unchained*.

MAIN MENU

PROFILES

With a Memory Stick Duo™ inserted in your PSP® (PlayStation®Portable), you can create a Player Profile and earn Koins to purchase items in the Krypt (see **The Krypt**, pg. 9). Use these options to create and manage your saved profiles:

Create a Profile

First you'll need to give your profile a name. Highlight a character, then press the **X** button to make a selection. Repeat this process to spell out your name. Select "SPACE" to place spaces between letters, "BACK" to delete letters and "DONE" when you're finished.

Choose Icon

Highlight an icon to represent your profile, then press the **X** button to select.

Enter a Kode

Use your controller to press a sequence of buttons to create a Kode that will be the password to your profile. After you've entered a Kode, you'll be asked to confirm the Kode by repeating the sequence. Write down your Kode on the **Krypt Reference Table** in this manual, pages 14-15, so you won't forget the next time you want access to your profile. If you forget the Kode, you won't be able to access your saved profile.

Select Save Location

Your Memory Stick Duo™ offers slots for saving your profile(s). Press the directional buttons **←** or **→** to select a slot, then press the **X** button to save the profile. After saving, your icon and profile name will be displayed for future reference.

View Profile

Once you've created one or more profiles, view your statistics and how many of each type of Koin has been accumulated. Press the directional buttons **←** or **→** to select saved profiles (if you have more than one).



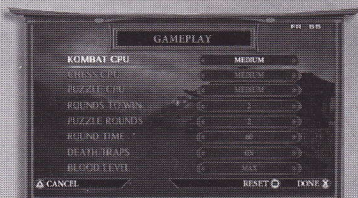
Delete Profile

Press the directional buttons **←** or **→** to select saved profiles, then press the **□** button to delete profiles you no longer want. This option helps if your Memory Stick Duo™ is full.

Load Profile

Press the **L** button, enter the code and select a profile.

MAIN MENU



OPTIONS

On all Options menus (other than Controller) highlight an option, then press the directional buttons **←** or **→** to adjust the setting. You can also press the **○** button if you'd like to restore the Options to their default settings.

Gameplay

Kombat, Chess & Puzzle CPU Difficulty

Choose from **Novice**, **Easy**, **Medium***, **Hard** or **Max** difficulty, depending on your personal skill level.

Rounds to Win

You can decide how many rounds you'll need to win in order to determine the winner of a match. Choose **1**, **2*** or **3** rounds.

Puzzle Rounds

Choose the amount of rounds you'll need to win in order to determine the winner of a Puzzle match. Choose **1** or **2*** rounds.

Round Time

Rounds are timed at **60*** seconds. You can set the timer to specific times between **20** and **90** seconds, or you can turn it **Off**.

Death Traps

Some environments have Death Traps. You can turn them **On*** or **Off**.

Blood Level

You can select the amount of blood spilled during the course of a match. You can select **Max***, **Low**, **Medium** or turn it **Off** completely. Remember, if you turn Blood off, Fatalities and Hara-Kiri's will not be available.

* Default Setting

MAIN MENU

Audio

Make volume adjustments to **Game Music**, **Environment**, **Announcer**, **Effects** and **Speech**. Highlight an option, then press the directional buttons **←** or **→** to adjust audio levels.



Controls

The Controller Setup menu allows you to configure the controller the way you like. Highlight an action button on the menu, then press the button you'd like to use for that action.

As you change buttons, you'll notice changes to other controls. Obviously, you can't use one button for more than one action.

Repeat this process for all controls, then highlight **Done** and press the **⊗** button to return to the Options Menu. If you want to start again from scratch, select **Reset** to return controls to the default settings.

* Default Setting

If you already have a profile saved, you'll be prompted to save your configuration to a specific profile. Press the **⊗** button to bring up the Enter Code window, then enter the Kode for the desired profile. The new configuration will load whenever you load that profile.

THE KRYPT

TA	TB	TC	TD	TE	TF	TG	TH	TI	TJ
SA	SB	SC	SD	SE	SF	SG	SH	SI	SJ
RA	RB	RC	RD	RE	RF	RG	RH	RI	RJ
QA	QB	QC	QD	QE	QF	QG	QH	QI	QJ
PA	PB	PC	PD	PE	PF	PG	PH	PI	PJ
OA	OB	OC	OD	OE	OF	OG	OH	OI	OJ
NA	NB	NC	ND	NE	NF	NG	NH	NI	NJ
MA	MB	MC	MD	ME	MF	MG	MH	MI	MJ
LA	LB	LC	LD	LE	LF	LG	LH	LI	LJ
KA	KB	KC	KD	KE	KF	KG	KH	KI	KJ
JA	JB	JC	JD	JE	JF	JG	JH	JI	JJ
IA	IB	IC	ID	IE	IF	IG	IH	II	IJ
HA	HB	HC	HD	HE	HF	HG	HH	HI	HJ
GA	GB	GC	GD	GE	GF	GG	GH	GI	GJ
FA	FB	FC	FD	FE	FF	FG	FH	FI	FJ
EA	EB	EC	ED	EE	EF	EG	EH	EI	EJ
DA	DB	DC	DD	DE	DF	DG	DH	DI	DJ
CA	CB	CC	CD	CE	CF	CG	CH	CI	CJ
BA	BB	BC	BD	BE	BF	BG	BH	BI	BJ
AA	AB	AC	AD	AE	AF	AG	AH	AI	AJ

TK	TL	TM	TN	TO	TP	TQ	TR	TS	TT
SK	SL	SM	SN	SO	SP	SQ	SR	SS	ST
RK	RL	RM	RN	RO	RP	RQ	RR	RS	RT
QK	QL	QM	QN	QO	QP	QQ	QR	QS	QT
PK	PL	PM	PN	PO	PP	PQ	PR	PS	PT
OK	OL	OM	ON	OO	OP	OQ	OR	OS	OT
NK	NL	NM	NN	NO	NP	NQ	NR	NS	NT
MK	ML	MM	MN	MO	MP	MQ	MR	MS	MT
LK	LL	LM	LN	LO	LP	LQ	LR	LS	LT
KK	KL	KM	KN	KO	KP	KQ	KR	KS	KT
JK	JL	JM	JN	JO	JP	JQ	JR	JS	JT
IK	IL	IM	IN	IO	IP	IQ	IR	IS	IT
HK	HL	HM	HN	HO	HP	HQ	HR	HS	HT
GK	GL	GM	GN	GO	GP	GQ	GR	GS	GT
FK	FL	FM	FN	FO	FP	FQ	FR	FS	FT
EK	EL	EM	EN	EO	EP	EQ	ER	ES	ET
DK	DL	DM	DN	DO	DP	DQ	DR	DS	DT
CK	CL	CM	CN	CO	CP	CQ	CR	CS	CT
BK	BL	BM	BN	BO	BP	BQ	BR	BS	BT
AK	AL	AM	AN	AO	AP	AQ	AR	AS	AT

THE STORY KONTINUES...

An ancient ruler of Outworld has returned from beyond death to claim all of reality as his own. The warrior Shujinko has been charged by the Elder Gods to recover six powerful items to be used against this foreseen threat. As Shujinko searches through the realms, his fighting skill grows. Ultimately, he must use his knowledge of combat to defeat this threat born of deception.

KONQUEST REALMS

Explore the realms of Mortal Kombat as Shujinko, "Champion of the Elder Gods". Through his journeys, you will meet many great warriors, and learn their fighting styles. There are many secrets to discover and items to unlock.

Earthrealm

Shujinko begins his tale here in Earthrealm, home to such legendary heroes as Johnny Cage, Sonya Blade, Jax and Liu Kang. The Thunder God Raiden also defends this realm from the forces of evil.

Outworld

Outworld is a realm of constant strife. The Emperor Shao Kahn claims this realm as his own and sends his minions to conquer other realms in his name.

Netherrealm

The fiery depths of the Netherrealm are inhospitable to all but the most vile. A realm of demons and shadowy warriors, the Netherrealm will leave a lasting impression on your soul.

Seido, The Realm of Order

The inhabitants of Seido prize structure and order above all else... even at the expense of freedom. The Seidan Guardsmen enforce the law without compassion or leniency. Be mindful of the rules when travelling in this realm.

The Realm of Chaos

The Realm of Chaos does not abide by the same rules that may apply to other realms. In fact, its inhabitants do not abide by any rules whatsoever. Constant turmoil and change are worshipped here.

Edenia

Majestic Edenia has finally been separated from Outworld. Although free once more, they are still under attack from outside forces. Shao Kahn still lays claim to this gem of a world and will stop at nothing to get it back.

The Nexus

The Nexus was created by the Elder Gods to aid their Champion as he searches for the six Kamidogu. The Nexus lies in the Void outside reality and acts as a central hub, connecting the realms with portals.

At the Fighter Selection screen, highlight an available fighter, then press the **X** button to make a selection. Player 1 selects using the Red selection box, Player 2 uses the Blue.

The fighter's name and attributes appear on-screen. To randomly select a fighter, press the directional buttons **↑** and the **START** button. If the profile you're using has unlocked alternate outfits, you can make a selection by pressing the **START** button rather than the **X** button.

Load Profile

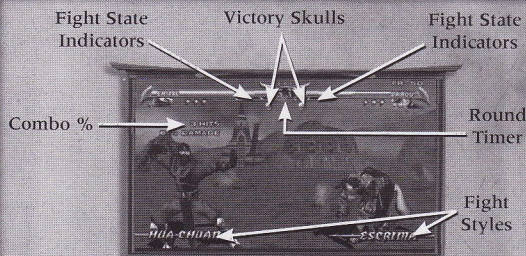
If you've created a Profile (see **Create Player Profile**, pg. 11), you can load it to save fight results to your profile. Press the **L** button to bring up the Enter Kode window. Enter your Kode if a profile has yet to be loaded. If it's entered correctly, your profile name will be displayed. If you want to change the profile name, press the **ã** button again, then press the **START** button to unload the current profile. The profile code window will be available again for you to load another profile.

Handicap

The handicap option allows you to handicap your match. This means you can reduce the amount of Health that your fighter has at the start of a round in order to give a weaker opponent a more competitive match. Press the **SELECT** button to display the Handicap window. Press the directional buttons **←** or **→** to adjust the handicap's percentage. Your fighter's Health will then be adjusted for the next match only. You can choose a value between 100% (full Health) and 20%.



IN KOMBAT



Round Timer

By default, each round has a **Round Timer**. If the time is up before either kombatant has been defeated, the warrior with fewer injuries is declared the victor. The winner takes the match and moves on to the next opponent.

Victory Skulls

Each time a fighter wins a round, a **Victory Skull** is earned. The first fighter to earn two (in the default setting) wins the match and is declared the victor.

Combo %

To advance your fighting skills to the highest level, you must learn how to do Combination Attacks. When a combo is executed, the **Combo Meter** briefly appears to display the amount of damage that has been done to an opponent. The more complex the combination, the more damage is done.

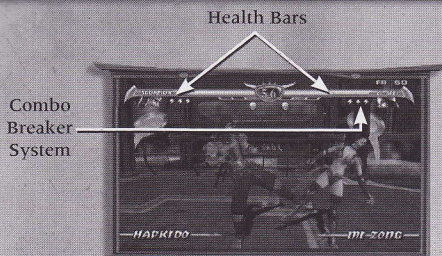
Fighting Styles

Mortal Kombat: Unchained includes three **Fighting Styles** per fighter. Press the **L** button during any match to toggle between them. If you often change your fighting style to confuse your opponent, you may lose track, so take a quick look at the bottom of the screen to see which fighting style you're currently using.

Fight State Indicators

Your **Red** indicator light comes on when your fighter is attacking. While lit, you're vulnerable to his attacks and can not block them. Your **Blue** indicator light is on when you're stuck in your opponent's combo (like the red light, you can not block the attack). Your **Yellow** light indicates that you are close to a hazard within the environment.

IN KOMBAT



Health Bars

In all *Mortal Kombat* battles, **Health Bars** in the upper portion of the screen measure each warrior's diminishing Health. The meters begin each round reflecting Health at 100%, but the amount of Health is reduced with each blow taken. The reduction amount depends on the type of attack and whether or not it was blocked. When a fighter's Health Meter is depleted, he/she is knocked out and the round goes to the opponent.

Combo Breaker System

At the beginning of each round, you're given three **Combo Breakers** to use for each round during the match. Press **Forward** and **Block** to break the combo. Each time you perform a **Breaker**, one of the icons will disappear.

Level Advance

In one player **Arcade** mode, the **Level Advance** screen will appear between matches (as long as you've won the match). It displays your next opponent and the amount and type of **Koins** the match is worth.

The **Time** displayed top/left of the screen is the cumulative amount of fight time for your victories. Each match will get more difficult than the last, so the **Difficulty** percentage is also displayed.

Moves List

Discovering and learning fighter moves are a very important part of the game. During a match, press the **START** button to view the **Pause Menu**. Select **Moves List** to view the moves for your character. Press the directional buttons **←** or **→** to cycle between the three fighting styles and special moves, then press **↑** or **↓** to scroll through all the moves for that style.

The **Moves List** is available in all game modes, including **Practice**.

WIRELESS KOMBAT



Mortal Kombat: Unchained includes a Wireless game mode for multiplayer games. Select the **MK Wireless** option from the Main Menu to access the Wireless Kombat.

Note: You must use a created Profile to access MK Wireless (see Profiles, pg. 11).

Quick Connect

This option allows you to connect to a linked PSP® (PlayStation®Portable) system. You can then choose fighters and begin your linked game.

Find a Match

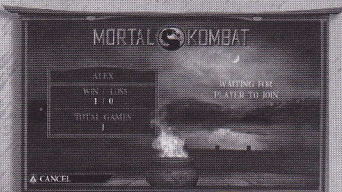
Use this option to look for a game hosted by a friend. If a game is found, you can connect to that game and get started.

Create a Match

You can set options to create a game and initiate the connection process. Choose a **Game Mode** (Kombat, Puzzle Kombat or Chess Kombat). You can then turn **Violence ON** or **OFF**. You can also set the amount of **Rounds** you want for your match, or you can turn **Death Traps ON** or **OFF**.

Once your game is set up, press the **X** button. Your friend can then join the game you created.

Note: Options change based on the type of game you choose.



Before you can connect with friends via Wireless LAN, each PSP® (PlayStation®Portable) system must have their Wireless LAN switch turned on. For more information on Wireless LAN, see the documentation included with the purchase of your PSP®.

MK FIGHTERS

Ashrah

Place of Origin: Netherrealm **Alignment:** Good
Allies: Shujinko
Foes: Ermac, Noob Saibot, Brotherhood of Shadow

Ashrah is a demon who has discovered a means for escaping the Netherrealm... a holy sword. To achieve her goal of purification, she must slay powerful evil by the sword. Each denizen of the Netherrealm she defeats brings her closer to freedom.



Baraka

Place of Origin: Outworld **Alignment:** Evil
Allies: Shao Kahn, Shang Tsung, Quan Chi & Dragon King
Foes: Bo' Rai Cho

Baraka's Tarkatan race is a mutated hybrid of Netherrealm and Outworld species. A loyal warrior, Baraka faithfully serves his new master, the Dragon King, by preoccupying Outworld opposition with his Tarkatan hordes.



Blaze

Place of Origin: Edenia **Alignment:** Neutral
Allies: None **Foes:** All

For millennia I existed for one purpose... to monitor the strength of the world's kombatants. My creator foresaw a time when warriors would become too powerful and threaten all of existence. I was to sound the call to awaken her sons when the apex was drawing near. Their actions would determine the fate of these superior kombatants and ultimately prevent Armageddon. It seems, however, that one brother has been prematurely revived. During my quest, I was overpowered by holy men who served Onaga. For ages I was bound by their sorcery and oblivious to the growing strength of Ki Chao's warriors. Finally free, I have emerged to discover beings whose power and numbers exceed that which the realms can sustain. I have sounded the call. The sleeping brother will soon awaken.



Bo' Rai Cho

Place of Origin: Outworld **Alignment:** Good
Allies: Kung Lao, Kitan, Liu Kang & Li Mei
Foes: Shang Tsung, Quan Chi, Baraka & Shao Kahn.

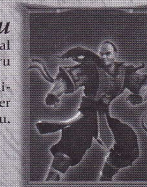
Kitana has given full command of her allied Outworld army to Bo' Rai Cho. Although his fight against the Tarkatan hordes does not go well, he will find inspiration from an unexpected source.



Dairou

Place of Origin: Realm of Order **Alignment:** Neutral
Allies: Darius & Damashi **Foes:** Hotaru

A former member of the Seidan guard in the Realm of Order, Dairou is a mercenary and takes no sides in the war between Order and Chaos. His most recent contract is for the death of Hotaru.



Darius

Place of Origin: Realm of Order **Alignment:** Neutral
Allies: Havik & Dairou **Foes:** Hotaru

Leader of the Resistance in the Realm of Order, Darius lives a life in the shadows. His ambition is to overthrow the oppressive regime that strangles freedom. To some he is a hero... but to others he is nothing more than a terrorist.



MK FIGHTERS



Ermac

Place of Origin: Unknown **Alignment:** Good
Allies: Kenshi, Liu Kang **Foes:** Dragon King, Ashrah

A being created through sorcery, Ermac is the combined might of many warrior souls fused together. He was once a servant of Shao Kahn until Kenshi freed him. Now he seeks to make amends for all the harm he has caused in the past by freeing Liu Kang's enslaved allies from the Dragon King's control.

Frost

Place of Origin: Earthrealm **Alignment:** Evil
Allies: None **Foes:** Sub-Zero



I had made my move to seize control of the Lin Kuei from Sub-Zero. He had let his guard down and I took the Dragon Medallion from him. I could feel its power coursing through me! That is the last thing I remember. I awoke in this tomb, surrounded by frozen corpses. I must still be in Outworld. The medallion is gone. No doubt Sub-Zero took it from me and left me here to die. He will pay dearly. I have made my way back to Earthrealm and have returned to the Lin Kuei temple to defeat Sub-Zero. No one here has suspected my presence. I wait in hiding, listening to their chatter for some clue to his whereabouts. He is still in Outworld, they say. There are murmurs of a new enemy growing strength in that realm. I only hope that Sub-Zero survives this new threat. He will pay dearly upon his return.

Goro

Place of Origin: Outworld **Alignment:** Evil
Allies: Shao Kahn **Foes:** Baraka & Kitana

Shao Kahn found him near death upon the battlefield. Though he was not wearing his armor, Goro recognized his voice; it was truly him. Shao Kahn used what little power he had left to revive Goro. He asked Goro to join him once again and aid in destroying a rising power in Outworld. In return, he would give the Shokan favored status and banish the Centaurs. Goro accepted his offer. He placed a royal seal on the disfigured corpse of a fallen Shokan warrior, and together they fled into hiding to regain their strength for the coming battle.

Havik

Place of Origin: The Realm of Chaos **Alignment:** Neutral
Allies: Kabal, Kira, Kobra, Darrius **Foes:** Hotaru, Dragon King

A cleric of Chaos, Havik strives to bring disorder to the universe. He will ally himself with anyone who opposes order and structure. He has influenced many realms, but his ultimate goal is to bring the doom of Seido, the realm of Order.



Hotaru

Place of Origin: Realm of Order **Alignment:** Neutral
Allies: Dragon King **Foes:** Dairu, Sub-Zero, Darrius

A hero from the realm of Seido, Hotaru fights to preserve law and order. Although his initial sojourn to Outworld was to combat the Emperor Shao Kahn, he has since allied with a ruler he believes will bring stability to the realms.



Jade

Place of Origin: Edenia **Alignment:** Good
Allies: Kitana, Sindel **Foes:** Tanya, Mileena

Longtime ally of the Edenian crown, Jade witnessed the arrival of the Dragon King and raced to Edenia to inform her queen of Kitana's fate. She arrived too late, however, for Tanya had already imprisoned Queen Sindel and gave the Dragon King access to that realm. She freed Sindel and the two escaped to Outworld.

MK FIGHTERS

Jax

Place of Origin: Earthrealm **Alignment:** Good
Allies: Sonya Blade & Cyrax **Foes:** Hsu Hao & Jarek



During our assault on the Deadly Alliance, we were overwhelmed by Tarkatan hordes. The last thing I remember seeing was Raiden blasting his way into the main hall. I was later resurrected by Onaga, who controlled my mind and commanded me to enforce his will. My brutality as Onaga's pawn will haunt me forever. If not for Liu Kang, I'd still be under the Dragon King's spell; killing the people I've dedicated my life to protect. Now that my soul is unchained, I'm coming for you, Onaga. It's payback time!

Kabal

Place of Origin: Earthrealm **Alignment:** Evil
Allies: Kano **Foes:** Mavado



After being ambushed by the Red Dragon member Mavado, Kabal has been brought back from the brink of certain death by an unknown stranger. He will travel to Outworld to shape a new destiny for himself.

Kenshi

Place of Origin: Earthrealm **Alignment:** Good
Allies: Ermac, Sonya Blade, Jax, Sub-Zero
Foes: Shang Tsung, Hotaru



Kenshi lay near death after his fight with the Red Dragon Mavado. But the ninja Sub-Zero found him and aided his recovery. As his wounds healed, the souls of his ancestors told him of their return to his sword, their captor, Shang Tsung, was most certainly dead — though he did not know how or by whom. Having no more reason to remain in Outworld, Kenshi made a temporary alliance with Sub-Zero, and they began their search for a way back to Earthrealm.

Kira

Place of Origin: Earthrealm **Alignment:** Evil
Allies: Kabal, Kobra **Foes:** Shujinko and his allies.

Kira is the first recruit of the new Black Dragon. Kabal saw in her a calculated ruthlessness that the clan had previously been lacking. Kira will help the clan bring the world to its knees, but first, she must travel to Outworld to test her might against the foes of the Dragon King.



Kitana

Place of Origin: Edenia **Alignment:** Good
Allies: Liu Kang & Jade **Foes:** Shao Kahn & Mileena

For thousands of years I have fought skilled warriors, each new one seemingly more advanced than the last. But this... Dragon King... was a more powerful foe than I had ever imagined possible. He resurrected me from death and enslaved my soul. I had no choice but to kill in his name. While under Onaga's control, I shared his thoughts. I understood the source of his power. Six objects in his possession shielded him from harm. We must use this knowledge to defeat him, for the safety of Edenia and all realms.



Kobra

Place of Origin: Earthrealm **Alignment:** Evil
Allies: Kira, Kabal **Foes:** Shujinko and his allies.

Kobra sought to test his kombat skill. Once he killed his first opponent, however, the thrill overtook him and now victory is his obsession. Kabal recognized the potential of Kobra's brutal nature and enlisted him into the new Black Dragon.



MK FIGHTERS



Li Mei

Place of Origin: Outworld **Alignment:** Good
Allies: Bo Rai Cho **Foes:** Shang Tsung, Quan Chi, Kano

Emerging as the victor of Shang Tsung and Quan Chi's fake tournament, Li Mei fell victim to their evil plans and her soul was transplanted into the mummified remains of an ancient soldier. Although rescued from this fate by master Bo Rai Cho, Li Mei has been tainted by the warrior corpse her soul temporarily inhabited.

Liu Kang

Place of Origin: Earthrealm **Alignment:** Neutral
Allies: Raiden **Foes:** Shang Tsung & Shao Kahn

Why someone would desecrate Liu Kang's grave and reanimate his body is a mystery. Somehow his corpse retains knowledge of martial arts and has killed many innocents. Though he is not the perpetrator of these slayings, his soul cannot help but feel responsible for the brutality committed by his corporal form.

The battle between mind and body has begun.



Mileena

Place of Origin: Outworld **Alignment:** Evil
Allies: Baraka, Shao Kahn & Shang Tsung **Foes:** Kitana

Created by the sorcerer Shang Tsung, Mileena has at last fulfilled her destiny as Kitana's successor by posing as the former princess. She misleads Kitana's military forces in an attempt to give the Dragon King the time he needs to complete his plans. They follow her command believing her to be the real Kitana. Only Baraka knows the truth behind her deception.

Nightwolf

Place of Origin: Earthrealm **Alignment:** Good
Allies: Liu Kang, Raiden & Kung Lao
Foes: Dragon King & Shao Kahn

Nightwolf has foreseen the coming of the Dragon King in his dreams. To defeat this new menace, he must corrupt his own soul and enter the Netherrealm. The process will alter his temperament and make him a danger to even his allies. He must travel alone if he is to succeed.



Noob Saibot/Smoke

Noob Saibot's Place of Origin: Netherrealm
Noob Saibot's Alignment: Evil
Noob Saibot's Allies: Smoke **Noob Saibot's Foes:** Sub-Zero

A member of the Brotherhood of Shadow, Noob Saibot found himself in Outworld when Quan Chi was defeated. No longer bound to any master, he has begun his own campaign of domination. His first ally will be the cyborg ninja Smoke, whom he discovered in the bowels of Shao Kahn's fortress.

Smoke's Place of Origin: Earthrealm
Smoke's Alignment: Good **Smoke's Allies:** Sub-Zero **Smoke's Foes:** Sektor

Left disabled in the dungeons of Shao Kahn's fortress, the cybernetic ninja Smoke has been reactivated and reprogrammed to serve Noob Saibot. His new purpose is to be used as a seed for a new form of cyborg.

Raiden

Place of Origin: Earthrealm **Alignment:** Neutral
Allies: Liu Kang's Corpse **Foes:** Any threat to Earthrealm

By the time his energies reformed in Earthrealm, he had become disgusted with the doings of mortals. It was Shujinko's vanity and desire for glory that had led to the return of the Dragon King. I will no longer allow the will of men to determine the fate of this realm. They will fight for it, or I will destroy them. All will fear the new God of Thunder.



MK FIGHTERS

Scorpion

Place of Origin: Earthrealm **Alignment:** Neutral
Allies: None **Foes:** Quan Chi, Drahmin, Moloch & Sub-Zero

In his haste to confront his nemesis, Quan Chi, he was ambushed by two Oni and cast into a powerful soulnado. He would surely have been torn apart by the souls trapped there had he not managed to escape into the Void. It was in this place that he first set eyes on the fabled Elder Gods. He would be forever changed by this encounter.



Shao Kahn

Place of Origin: Outworld **Alignment:** Evil
Allies: Goro **Foes:** Kitana, Raiden & Liu Kang

His defeat at the hands of the Earthrealm warriors had left him weakened, and his dominance in Outworld was waning. Kitana's forces were closing in. It was only a matter of time before they would overrun Shao Kahn's stronghold. Using a powerful magical item retrieved long ago by his minions, he created a clone of himself to draw his enemies' attention while he escaped into the wild. When he has regained his strength, he will destroy all who have opposed him.

Shujinko

Place of Origin: Earthrealm **Alignment:** Good
Allies: Taven & Bo Rai Cho **Foes:** Onaga & Shao Kahn

The realms are the shattered consciousness of the One Being, who has been working subconsciously through the Dragon King. Should Onaga succeed in conquering reality by fusing the Kamidogu, he will unwittingly begin a cascade of events that will merge all the realms together. Shujinko must find and unite the warriors of all the realms. He will use the Dragon King's gift against him.



Sindel

Place of Origin: Edenia **Alignment:** Good
Allies: Kitana & Jade **Foes:** Shao Kahn & Tanya

Sindel and Jade escaped to Outworld to discover what they could about Onaga. He had been searching Edenia for some unknown purpose. Sindel feared, however, that the knowledge left behind by Shao Kahn so many years ago may be his objective. That information should have been destroyed -- but if it still exists, it could spell disaster for the realms. Sindel cannot save her daughter Kitana until she learns more about her the Dragon King.

Sub-Zero

Place of Origin: Earthrealm **Alignment:** Good
Allies: Smoke, Frost & Raiden
Foes: Quan Chi, Horiaru & Scorpion

While still in Outworld, the Lin Kuei Grand Master, Sub-Zero, discovers his true heritage -- the source of his mastery over cold. This discovery will aid him in the fight against the Dragon King's Tartarian hordes.



Tanya

Place of Origin: Edenia **Alignment:** Evil
Allies: Onaga, Quan Chi & Shinnoh

Tanya had been called an enforcer of the Deadly Alliance. She preferred the term "ambassador." It was her duty to impose the will of Quan Chi and Shang Tsung upon the denizens of Outworld. But the sorcerers' rule was short-lived and Tanya found herself leaderless, longing to return to her birthplace in Edenia. When Baraka caught up with her, he gave her a choice: Serve his new lord of Outworld -- or die. Tanya has lived for thousands of years because she makes the right decisions. She pledged her service to the Dragon King.

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All of our friends and family who support us through the long hours and time away from them. Kristen Freilich, Fuzzy Gerdes, Jin Kim, Kevin Hendrickson & Gavin Dodd

COMING FALL 2006

RUSH®



PS2
PlayStation® Portable



MIDWAY

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NetBSD

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Updating the PSP® (PlayStation® Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™ an icon (as shown on the right) is displayed under [Game] in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adapter to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adapter, turn off the system or remove the UMD™.

If an update is cancelled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select [System Settings] under [Settings] from the home menu, and then select [System Information]. If the System Software field displays the version number of the update, the update was successful.

